



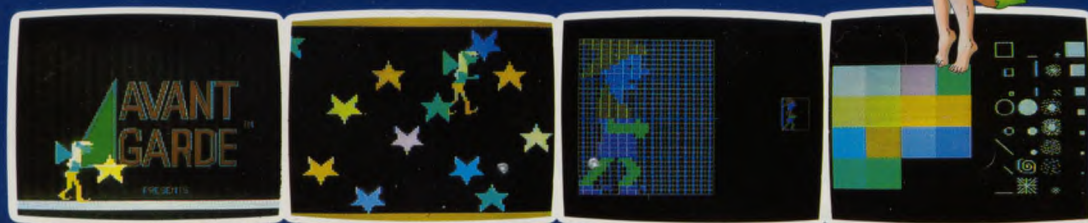
LET YOUR IMAGINATION BLOSSOM!

The STARSprite™ SYSTEM from Avant-Garde, paired with the SuperSprite™ Board from Synetix, is the most dynamic and versatile innovation since the Apple itself. Imagine Sprite graphics and Apple graphics together, 16 hi-res colors, 35 video planes, realistic sound and actual speech* . . . the possibilities are limitless.

STARSprite I shows how to use the SuperSprite Board's graphics and sound, its music and voice capabilities, and includes demos, exciting and alterable arcade games and an introduction to the Ampersprite™ language. STARSprite II contains games in addition to programming tools and tutorials for animation, sound effects and scene creation. STARSprite III, for more advanced programmers, provides the entire system's source codes and machine language routines.

This unprecedented combination is clearly the most extraordinary graphics system available.

*Echo II Speech from Street Electronics
SuperSprite is a trademark of Synetix Systems Inc.
StarSprite and Ampersprite are trademarks of Avant-Garde.



AVANT-GARDE

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STAR SPRITE

ANNOUNCING A REVOLUTION IN APPLE GRAPHICS AND SOUND!

AVANT-GARDE introduces the revolutionary StarSprite System™ by Don Fudge. This first series of three products includes basic graphics, games and utility programs. Sprite graphics is a way of animating computer programs quickly and easily, without complex programming. Visualize multiple "planes," like clear sheets of plastic which contain figures, such as cartoon characters, called "sprites." To make one sprite move in relation to the others, it is necessary only to manipulate its coordinates; if this "plane" is in front of one containing another figure, or perhaps a background scene, the sprite will appear to move in the foreground, lending a three-dimensional effect to the scene never before possible on the Apple. StarSprite I is being bundled with the Syнетix, Inc. "SuperSprite" PC board for Apple II. Integrated into the SuperSprite board is the "natural" voice synthesizer, Echo II by Street Electronics.

The StarSprite System is also available for the Arcade Board from Third Millennium.

STARSPRITE I™

The sprite graphics peripheral board gives the Apple II a clear lead in computer graphics capabilities. StarSprite I is the software which brings it to life. Using AmperSprite™, an Applesoft language enhancement, StarSprite I allows you to access all the features of any of the graphics peripheral boards now on the market. It features graphics capabilities such as animated sprites, 16 colors, and even overlays of sprite video planes over conventional Apple graphics. You will find paintbrush programs, sprite editors, multiple sprite creators and sound, all accessed simply and easily with StarSprite I. Immediate use of the Board is facilitated by a special "Try-Out" section, tutorials on programming graphics and sound, and sample games. Because the games are alterable you can easily progress to programming animated color graphics previously unavailable to even the most seasoned Apple programmer.

STARSPRITE II™

This package is for anyone who wants to experience all the creativity and fun possible with sprite graphics and the Apple computer. With StarSprite II you can quickly and easily create colorful, animated computer graphics. This utility includes two exciting games, line drawing, color-fill routines, screen scrolling, pattern editing and collision detection, and transposing Apple graphics screens into VDP graphics. For the programmer, the Ampersprite™ language in each program is explained thoroughly. Fast, smooth, flicker-free animation combined with sound effects and multiple tone music without pauses or color clash problems are demonstrated. Paint Master Scene Utility is included for Apple graphics.

STARSPRITE III™

Designed for experienced graphics programmers, StarSprite III provides detailed information regarding all aspects of assembly programming and machine language for the SuperSprite™ Board and other graphics boards. This program contains source code, further information on collision detection, sprite painting merge routines and line drawing, and color-fill routines. Source codes and algorithms for Paint Master Scene Utility are also included in this package.

COMING SOON . . .

In the future, Avant-Garde will emphasize educational Spriteware™ for the home, institution, and special education markets, especially where the speech capabilities are naturally suited to the needs of pre-literate children. Our plans also include amazing arcade games, Computer Aided Design (CAD) packages, and other useful utilities. We encourage those interested in Spriteware™ development to contact us for assistance and coordination into our product mix. We will provide you with submission and licensing information.